

Ender's Game by Orson Scott Card
Group Project Information

Names: _____

- A. Complete Group Questions (1-40).
- B. Complete 1 of the 5 listed projects.
- C. Complete 5 of the 10 short answer questions.

A. Group Questions

1. What is unusual about Ender's family?
2. What is Ender's real name?
3. Describe the relationship between Peter and Ender.
4. Describe the relationship between Valentine and Ender.
5. Who is Mazer Rackham?
6. Who is the principal of the Battle School?
7. Who is in charge of the battle rooms?
8. Ender breaks Bernard's arm on the flight to Battle School. As a result, Bernard assembles a gang of boys who persecute Ender. Explain what Ender does to humiliate Bernard and take away his power.
9. Describe the battle room.
10. During the battles, what is the goal the armies must achieve in order to win?
11. Where does the giant promise to take Ender if he wins the guessing game?
12. How does Ender defeat the giant?
13. Who teaches Ender how to shoot his weapon better?
14. What foolish command does Bonzo Madrid give to Ender during all battles?
15. Ender, Dink, and Petra are wise enough to realize that it is not the boys in the other armies who are the real enemies. Who are the real enemies?
16. With whom does Ender first practice battle room tactics?
17. Name three new strategies that Ender comes up with as a battle room commander.
18. Who are Demosthenes and Locke?
19. Who or what does Ender see in the mirror at the "end of the world" in his computer game?
20. Why were Peter and Valentine rejected from the Battle School?
21. Why does Graff ask Valentine to write a letter to Ender?
22. What army does Ender command?
23. Who is the smallest soldier in Ender's army?
24. How many battles does Ender's army lose?
25. Where is the enemy's gate?
26. What does the word salaam mean?
27. What does Ender do in order to learn new strategies?
28. What does Ender ask Bean to think about?
29. Why does General Pace threaten Colonel Graff with court martial?

30. With whom does Ender fight in the shower?
31. Who is Ender's teacher?
32. What is an ansible?
33. Who originally built Eros?
34. What is the simulator?
35. What is the common name for the Molecular Detachment Device?
36. Which of Ender's commanders is the first to have a breakdown?
37. How does Ender pass his "final examination"?
38. Who becomes the Hegemon on earth?
39. What does Ender find behind the mirror on the bugger home world?
40. Who becomes Speaker for the Dead?

B. Projects

1. Create a comic book based on an important scene from the novel. Include drawings and dialogue.
2. Tape an interview with one of the characters in the book you read. Pretend that this character is being interviewed by a magazine or newspaper reporter. Write a script of the questions. The interviewee should take on the persona of the character during the interview.
3. Design an advertising campaign to promote the sale of the novel. Include each of the following in your campaign: a poster, a radio or TV commercial, a magazine or newspaper ad, a bumper sticker and a button.
4. Create a board game based on the events of the book. Your game must include the following: game board, rule sheet and clear directions, events and characters from the story on cards or on a game board.
5. Create a five minute radio-drama presentation of a scene from the book. Be sure to prepare a script as well a recorded version.

C. Complete 5 of the 10 short answer questions.

1. Discuss the concept or role of a game as the novel's major theme. Be certain to emphasize the different games of the novel and their effect on the novel and its main character.
2. Discuss the relationship between adults and children in the novel.
3. Discuss how compassion is the redeeming feature of the novel.
4. Discuss the theme of good vs. evil in the novel. Look at it from all levels.
5. Discuss the growth of Ender throughout the novel: first as a child, then as a leader, and finally as Speaker for the Dead.
6. Discuss Ender as a hero. Is he born a hero? Made a hero? Some combination?
7. Discuss how the imaginary characters of Locke and Demosthenes and their importance to the novel.
8. Discuss the role of communication in the novel. Look at it from all levels.
9. Discuss the significance of moral intent (the overall goal is moral so therefore the methods used to get there are irrelevant) in the novel.
10. Discuss the role of manipulation in the novel.